



L	Hits	Search Text	DB	Time stamp
Number				
1	9909	video adj2 game	USPAT;	2003/11/19
			US-PGPUB	13:10
2	1277	game adj2 console	USPAT;	2003/11/19
			US-PGPUB	13:11
3	5771	filed near5 data	USPAT;	2003/11/19
			US-PGPUB	13:11
4	75019	field near5 data	USPAT;	2003/11/19
			US-PGPUB	13:11
5	735	(video adj2 game) and (game adj2 console)	USPAT;	2003/11/19
			US-PGPUB	13:11
6	112	(field near5 data) and ((video adj2 game)	USPAT;	2003/11/19
		and (game adj2 console))	US-PGPUB	13:11
7	446	delet\$ near5 (field near5 data)	USPAT;	2003/11/19
·		\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	US-PGPUB	13:12
8	l o	((field near5 data) and ((video adj2	USPAT;	2003/11/19
		game) and (game adj2 console))) and	US-PGPUB	13:12
		(delet\$ near5 (field near5 data))	10000	10.12
9	13126		USPAT;	2003/11/19
	1710		US-PGPUB	13:12
10	2040	texture adj3 data	USPAT;	2003/11/19
••		concare aajo aaca	US-PGPUB	13:12
11	212	(graphic adj3 data) same (texture adj3	USPAT;	2003/11/19
		data)	US-PGPUB	13:12
12	19	((video adj2 game) and (game adj2	USPAT;	2003/11/19
	1	console)) and ((graphic adj3 data) same	US-PGPUB	13:25
		(texture adj3 data))	OB TOTOB	13.23
15	5889	(read or reading) near5 (field near5	USPAT;	2003/11/19
10		data)	US-PGPUB	13:29
16	6640	(read or reading) near5 segment	USPAT;	2003/11/19
		(com or remains, means regiment	US-PGPUB	13:30
18	13	((graphic adj3 data) same (texture adj3	USPAT;	2003/11/19
		data)) and ((read or reading) near5	US-PGPUB	13:30
		(field near5 data))	05 10102	13.30
17	5		USPAT;	2003/11/19
- '		data)) and ((read or reading) near5	US-PGPUB	13:35
		segment)	05 16101	13.33
19	11	(((graphic adj3 data) same (texture adj3	USPAT;	2003/11/19
	11	data)) and ((read or reading) near5	US-PGPUB	13:35
		(field near5 data))) not (((graphic adj3	02 1 3 1 0 1	1 1 3 . 3 3
		data) same (texture adj3 data)) and		
		((read or reading) near5 segment))		
	Į.	(Load of reading Hears beginning	L	1

Set Name	Hit Count	Set Name result set			
DB = USPT, PGPB, JPAB, EPAB, DWPI, TDBD; PLUR = YES; OP = ADJ					
<u>L13</u>	l6 and L12	112	<u>L13</u>		
<u>L12</u>	(delet\$3 or discard\$3) same data same memory and read\$3 near4 new same data and gam\$3	129	<u>L12</u>		
<u>L11</u>	(delet\$3 or discard\$3) same data same memory and read\$3 near3 new adj2 data and gam\$3 same (player or user) same progress\$3	1	<u>L11</u>		
<u>L10</u>	(delet\$3 or discard\$3) same data same memory and read\$3 near3 new adj2 data same gam\$3 same (player or user) same progress\$3	1	<u>L10</u>		
<u>L9</u>	(delet\$3 or discard\$3) near4 data same memory and read\$3 near3 new adj2 data same gam\$3	1	<u>L9</u>		
<u>L8</u>	(delet\$3 or discard\$3) near4 data same memory and read\$3 near3 new adj2 data same game same progress\$3	1	<u>1.8</u>		
<u>L7</u>	(delet\$3 or discard\$3) near4 data same memory and read\$3 near3 new adj2 data same game same (player or user) same progress\$3	1	<u>L7</u>		
<u>L6</u>	(read\$3 or receiv\$3) near4 (data or graphic data) same (memory or stor\$3) and (segment or sect\$3) and gam\$3	9649	<u>L6</u>		
<u>L5</u>	L4 and (continuously or consecutively)	20	<u>L5</u>		
<u>L4</u>	L2 and L3	42	<u>L4</u>		
<u>L3</u>	(discard\$3 or delet\$3) near2 data and (read\$ or receiv\$3) (new or updat\$2) near3 data and gam\$3 and graphic\$2 and (memory or stor\$3)	46	<u>L3</u>		
<u>L2</u>	L1 and gam\$3 and graphic\$2	7361	<u>L2</u>		
<u>L1</u>	(read\$ or transmit\$4 or transfer\$4) same data same (memory or storage) and (segment or section or table)	181794	<u>L1</u>		

END OF SEARCH HISTORY